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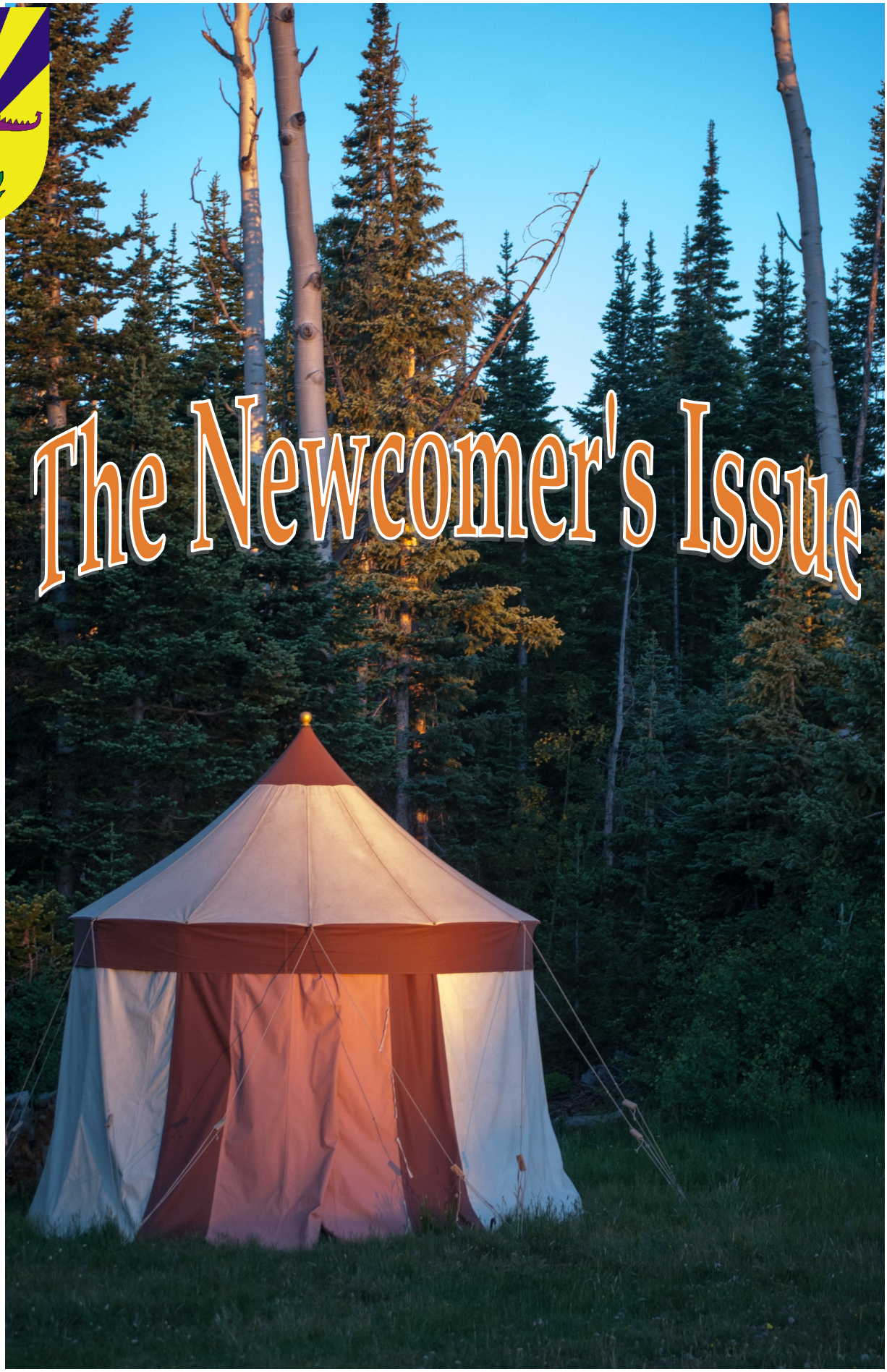

The Newcomer's Issue

THE BARONY OF DRAGONSSPINE

Meiassis Dragon

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Photo by Bree Pye of Caer Galen

What I learned

I learned that Lady Ealusaid is so dedicated to capturing every moment of our camp experience that she not only was the land autocrat (thanks David and Ealusaid for all the work you did to make camp look great!) but took over 1000 pictures!

I learned that I like not only Lady Basseva's mojitos (well, I already knew that!!) But also loved watching her fun side pretending to be His Excellency and giving "Broddi hugs".

I learned that Our Excellency's are the most amazing, giving, thoughtful, courageous people; well actually I already knew that, but you know what I mean. Always putting others before themselves; everyone else's concerns before their own; everyone else's comfort before their own. They inspire me to step up and be more like them.

I learned that although even at the end of the day this is all pretend; just a hobby maybe and not "real life", the feeling I got during Barony Court and all during camp to be honest, is that those who guard Our Excellency's, would actually defend and protect them if a real life situation presented itself with no regard to themselves.

I learned that the people of Dragonsspine are a one of a kind; the way they conduct themselves, the energy and time and effort they put into each event, each moment; jumping up and running from tent to pavilion to whoever needed help during the wind storm; dropping their own problems and concerns and making sure everyone was safe and ok; the way they welcome each new person who makes their way into their camp….it's not just a group of people that get together to have fun, it's not just a Barony, it's actually a way of life and one that I am honored to be a part of.

Yours in Service,

Lady Lillianna Hampton

Upcoming Events

September 2015		
18-19	Hawks Hollow	Northglenn Pirate Festival Demo
19-20	Drygestan	Santa Fe Renaissance Fair - DEMO
19	Ravenhyrst	Ravensfaire
25-27	al-Barran	al-Barran Champions
26	Caer Galen	Bow, Bridles and Blades
October 2015		
2-4	Fontaine dans Sable	Warders of the Western Gate
3	Villaleon	Corazon de Leon IV
7-12	Caid	Great Western War
10	al-Barran	StagsCon
16-18	Blackwater Keep	Blackwater Keep Demo & Faire
17	Aarquelle	Aarquelle Defender 30
24	Unser Hafen	Newcomers Event
24	Citadel of the Southern Pass	Feast of Saint Edrik
November 2015		
7	Dragonsspine	Dragonsspine Baronial Arts & Sciences
7	Bofharrach	Brewers Feast
14	Fontaine dans Sable	Coronation
14	Middle	Known World Academy of the Rapier / Known World Co
15	Fontaine dans Sable	Fontaine Toy Box
December 2015		
5	Windkeep	Hunters Feast
5	Dragonsspine	Gypsy Christmas
12	Caer Galen	Caer Galen Midwinter
January 2016		
2	Caerthe	Caerthen 12th Night
9	Citadel of the Southern Pass	12th Night
16	Aarquelle	Viking Vinter Vonderlandt
16	Fontaine dans Sable	12th Night
23	Plattefordham	Candlemas
30	Dragonsspine	Candlemas

Business Meeting Minutes

Date: 8-3-2015

Future Events:

DragonsSpine Arts and Science (Nov 7th): Will be held in the same location as last year (Voodoo Leather Works). There will be several levels of competition (Beginner's, Novice, Laurel, etc) and display. There will not be any formal judging. There will be panels available to discuss entries.

Gypsy Christmas (Dec 5th): Will be held at the American Legion Hall (Off of Austin Bluffs and Academy), there is a bar onsite, there will be potluck (please bring your favorite side), ThL Bronwen will be having a desert competition, there will be a Baronial auction and possibly and ornament exchange.

Officer Business:

Next business meeting will be Sept 14th

Exchequer: The monies and books look great. (Kingdom Exchequer: There changes in Kingdom policy coming up soon. There will be stricter rules regarding gate and troll.)

Rapier Marshal: Practice is going great. Lots of Rapier fighters. We will be working on Melee practice. (There is an unofficial practice on Sundays at Bear Creek Park.)

Captain of Archery: Received a generous donation of target stands and youth bows.

Herald: Duchess Selene sent up 3 items in July. 7 items are at Laurel level. 4 items are at the decided level.

Scribe: Lady Angel has stepped up as deputy. Looking for people for Baronial scrolls. Please watch the list for times and places for scribal classes. Please see DragonsSpine39;s Facebook page gallery for newest scroll displays. Please contact ThL Aildhicina if you have any back scrolls that you would like done or for mentoring on scrolls.

Dance practice: Is being held the 2nd and 4th Tuesday of each month at Westside Community center.

Seneschal: Basseva will be stepping down from Gold Key after Battlemoor. Please submit your letters of intent to Their Excellencies and Basseva by next business meeting. It's never too early (or too late) to submit a bid for events. Please get you bids in for any events as soon as possible.

Quartermaster: The inventory of the Hole has been completed. Repairs and upgrades are being completed on items and the shed.

Baron and Baroness: Please consider donating items for Gypsy Christmas and largess. Their Excellencies will be at several events, please keep your eyes on the list. If there are any ideas for events, please submit as soon as possible. Please remember to send in recommendations for awards!

Unser Hafen Newcomers

October 24th 2015

Fees:
Adults (ages 14+)
Site: $5.00 Feast: $10.00 **
Youth (ages 7-13)
Site: $2.50 Feast: $5.00
Family cap (Site Fee only)
$15.00
Children 6 and under in age can attend and eat for no cost

A Non-Member Surcharge of $5.00 will apply

Welcome all who would come to experience what the SCA has to offer. Fighting and feasting. Revelry and artistry. If you are not a newcomer, come to share your passion and pass on a love of the SCA to a new generation!

Site opens at 11am and closes at 8pm

General Event Questions: Lady Safiyya (Joshi Freville) safiyya_sca@yahoo.com

Location: Letford Elementary School - 2 Jay Ave, Johnstown, CO 80534

Directions: Take I-25 to exit 252 for CO-60 east towards Johnstown/Milliken. Turn left onto S Idaho Ave. Turn left onto S Jay Ave. Turn right at the first cross street to stay on S Jay Ave and the school will be on the left.

Site Restrictions:
This is a DRY SITE
The site owners restrict smoking of any kind on their property. Parking is limited! The Event coordinators will organize a loading/unloading area close to the entrance, but please be prepared to carpool and park on the surrounding public streets.

PLEASE NOTE The only confirmed feast reservation is a paid reservation. After emailing Lady Gabriella to advise of your intent, please be sure to mail your payment to the following:
Barony of Unser Hafen
PO Box 2192
Loveland, CO 80539

Checks should be made to:
SCA Inc., Barony of Unser Hafen

On Persona

By: Baron Hrolf Herjolfssen, OP

When you join the SCA someone will ask you something like: "what do we call you?" For some people, this 'SCA name' is as close as they will ever get to having a persona. It is the label that they wear that says they are different from the mundane person they share a body with. To an extent, this is fine - as a start. Make sure that people know your name and call you by it, try not to answer to other names or nicknames. If necessary write your name on a label and wear it to remind people. By taking and using a different name, we are confirming to ourselves, and to others, that we are taking on a role in that continuing unscripted play called the SCA.

As a part of our role, we abandon the modern world, we leave behind our mundane occupation and cares and try to look at the world through the eyes of another (and fictitious) person. This is our persona. It need not be complex, but it will give you a few things that will help you to act and interact with the people around you.

For example, I (Hrölf) am a thirteenth century Scandinavian who has worked (for many years) for the Roman Emperor in exile in Nicea. I have been to Samarkand as an embassy guard commander and am usually employed on the Eastern border as a liaison to a mercenary Pecheneg tuman. This gives me the following 'hooks': I have travelled very widely and am familiar with Scandinavian, Mongol, barbarian and Arab cultures (clothing, entertainment, inventions, food), as well as the only truly civilised one. I have a (fairly justified) dislike and distrust of Normans and Franks generally and have probably adopted many of the prejudices and manners of my adopted home.

What does this mean? Because I have read some things about 'my' period, it gives me some ways of reacting to various situations (although I will try and be polite to Normans and Crusaders). It means that I am allowed to have a wide familiarity with different cultures, to know about them and their behavior and what I can talk about to them.

Why bother? If we just come along to SCA events, and talk about our mundane existence while wearing funny clothes, then that is all we are doing; we would be taking part in a modern costume party. We would never experience the feeling of playing a role and getting it right. If we will not try and adopt the attitudes of 'our' time, then we are wasting our time. I contend that it is more fun to find out how a person from a particular time and place would act, and then try to emulate this. It is not all that hard. In our everyday lives we adopt various roles for different audiences. In the SCA we can take this a bit further by 'drawing from the palette of human experience and reflexively creating and playing a role within the pastiche of post-modern leisure' (if you want that in non-jargon - just ask).

Your persona is thus very important to your SCA life. Vikings will often be expected as a part of the shield wall, Italian fops as a part of the dance circle. Ask around and work out what you want to use to help you have fun in the SCA.

How to Behave in These Current Middle Ages

By : Lady Meliora Leuedai de Ardescote

One of the most difficult things about joining the SCA is learning some of the traditions and etiquette which abounds in the group. This primer is meant to be a starting point for newcomers who may not understand basic SCA concepts.

Chivalry

This is one of the most important ideals in the SCA. As in Medieval times, this refers to the code of behavior worthy of a knight. Chivalry involves courtesy to all, generosity, loyalty, willingness to aid others, and honoring others and remaining worthy of honor. You can see examples of this when some gentle (person) holds open a door for someone who is laden with baskets (and especially if the gentle goes the extra mile and takes the baskets after holding the door), when a fighter on the field will take his own arm or leg to even a fight, or when a lord or lady gives reverence to the King and Queen's throne in respect to the "Royal Presence." All members strive to be chivalrous in their dealings with other members. This means giving up your seat to others more weary, volunteering time at troll or in the kitchen, making sure you never bounce a check to a merchant, and saying nothing which would anger or offend someone on purpose.

Speaking Forsoothly

This is basically an attempt at speaking the same way you would if you lived in the Middle Ages. This is not necessarily using a European accent (or speaking a foreign language, although some gentles do learn the native languages of their persona). Speaking forsoothly is using Medieval forms of address, such as "Lord" or "Lady," or using Medieval greetings, such as "Good Morrow," or "Well Met." This gives a real feeling to your persona and lets you experience some of the fun of the Society. Give it a try and see how others respond.

Leaving the Mundane World at Home

This is one of the easiest things to do in the SCA. When at an event, try to remember not to discuss anything which exists in the "real" world, i.e. work, sporting events, computers, cars, etc. Occasionally these things do come up, so don't be surprised, but generally it's better to try to find period things to discuss.

Another thing which falls under this category is hiding things at events which you want to bring but don't want to look at. Take your watch off and put it in a pouch. Bring your cooler, but cover it with a cloth to make it look more like a table. If you must drink cola, put it in a goblet. Doing these things helps keep the modern world at home.

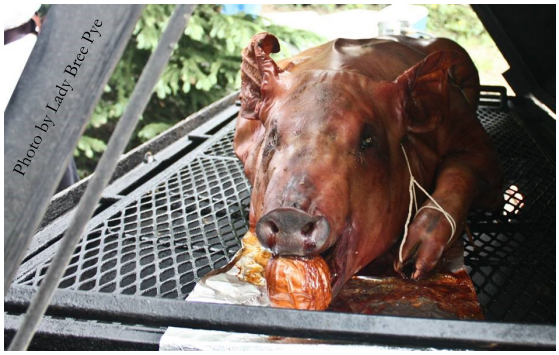
Feast Etiquette

Register for most feasts early, by mail if possible. You must bring your own equipment. You may have to pick your seating arrangements ahead of time - find out when you check in at Troll. If it's pot-luck, a good rule of thumb is to bring enough to feed yourselves. Try to keep food as authentic as possible. If you don't cook, bring fruit or cheeses.

Feasts are served in several courses. Please, however, note that courses have been previously called "removes". (served to Royalty at the head table first). Take a little of each dish and pass it on, as there will be plenty more coming. It's somewhat rude to take a big portion before everyone at your table has had a chance to take a small portion.

There will be toasts during the meal. The first toast is always to the Crown, made by the senior ranking gentle present, then to the Prince and Princess, the Baron or Baroness, etc. Usually gentles respond with "Hoobah," or "Wassail," or "Vivat", depending upon the kingdom you are in.

Be polite to others at your table, to servers, entertainers and heralds. If you aren't feasting, you could volunteer to serve or help in the kitchen or clean up.



Courtly Behavior

Court is one of the most exciting things about the SCA. There are a few things to keep in mind.

You should bow whenever you pass the Royal Presence. This is passing within 10 feet of Royalty (or in some Kingdoms it is also

What is the Term *Anno Societatis?*

By : Kurios Halfdan "Two Bears" Ozurrson

passing within 10 feet of the thrones even when Their Majesties are not seated!).

You should stand if possible as the herald announces Their Majesties' approach. They will then give you leave to sit once they are ready.

Generally awards begin with the lesser award (winners of tourneys, Awards of Arms) and work up to larger awards (Laurels, Pelicans, Knighthood). This is a good way to start learning about awards.

Only kingdom officers and those invited may approach the Crown during court. If you are called during court, approach the thrones, bow in the center aisle a few feet from Their Magesties, and then again when you reach the guards, and then bow to Their Highnesses. Kneel on the cushion in front of the throne and accept whatever They choose to give you. When leaving, do not turn your back to the throne - take about 3 steps backward, bow, and then turn and leave.

Be aware that it may be the custom of gentles in your Kingdom to approach Their Majesties unarmed. Watch others who have been called to see whether or not they remove their weapons. If you are called during court and it is necessary, remove any weapons quickly.

If you have business with the Crown during court, find the Herald earlier in the day and let them know you have something to present, etc.

Remember to Research - Be Authentic

SCA members try to do as much as authentically as possible. This means that polyester garb is not acceptable except as a first attempt (and then hopefully not), and elves, hobbits or sci-fi personas are frowned upon as well. Remember that we are trying to recreate the Middle Ages as they should have been (so if you were a vampire, we'd chase you down, stake you, decapitate you and burn you).

As you grow in the SCA, your knowledge of the Middle Ages should grow as well. Find things that interest you and research them as thoroughly as you can. Even if you only have time to learn about just one aspect of the Middle Ages, like the Crusades or costuming, try to find out all you can, from primary sources if possible, and incorporate it into your persona. You could be a fighter who has returned from crusading, for example.

What is the Term Anno Societatis?

Cultures in the past usually identified the number of the year in different ways; for the Athenians it was based off archons, for the Romans it was consuls. Other cultures based the counting of years of reigns of local kings; very similar to how our own mundane calendar reckons the years from Jesus Christ.

Anno Societatis, the term used by the Society for Creative Anachronism, literally means "the Year of the Society" and counts from the Birthday Party held on May 1, 1966; the Society's traditional inception as a group (although the group would be named and incorporated several years later--another story to be sure).

The term Anno Societatis is often displayed simply as the initials "A.S." and then the year written in roman numerals. In some cases, the Arabic numerals are used instead since some of us have a hard time remembering what X's and V's represent numerically.

The use of Anno Societatis can be used for any number of projects, but mostly seen in conjunction with period style missives and historical references.

Having a hard time remembering what year the Society is in? There are a couple ways of deciphering it out. The main SCA website has good information on Reckoning Society Calendar Dates and gives you the answer right away according to the mundane year. Or, for those so inclined and knowledgeable; performing simple math is advisable as well; simply deduct 1966 from the current year and be mindful of the start of the Society New Year.

The Well-Tempered Feast Basket

By: Jehanne de Huguenin

Originally published in March, AS 33 in "Storm Tidings", the newsletter for the Shire of Adamastor in Cape Town, South Africa.

House Drakewhistle has a feast basket. It holds the feast gear for five of us and any guests we invite. It's a large basket, with at last count nine goblets in it. It squats in a corner of the kitchen and snaps at the kittens and the legs of the unwary. It eats candles and spits out the remains. It is not a well-tempered feast -basket. Here's what a well-tempered feast basket possibly should be:

The SCA setting requires that gentles bring their own feast gear to events, a sensible policy which means each branch doesn't have to acquire several hundred bits of crockery and cutlery for its members to break, eat or lose.

Feast gear is defined as anything you personally need to survive the evening atmospherically and in persona. The following checklist gives suggestions for feast gear, not only what to bring, but where to find medieval or medievalish items.

Drinking

There are two schools of thought on this: the goblet, and the tankard. Genuine medieval goblets would be metal - silver or gold in the case of nobles, or possibly pewter. In the current middle ages, with gentles lacking large land holdings to finance their tableware, silver-plate is popular and pottery very common and perfectly acceptable. Most people tend to avoid glassware - it breaks. Tankards follow the same rules, although they're more of a peasant and less of a noble choice. You'll probably need at least one per person, with a few extra for guests, breakages and serious drinking bouts. Craft markets are an excellent place for goblets.

Eating

Remember that the fork was not in use until very late in our period. Medieval eating was done with a knife for cutting and spearing things, a spoon for broths, and the fingers. It's surprisingly easy to do this neatly, with practice. You'll need a bowl and a plate per person; one extra each means you have the luxury of not having to wash them for the dessert course. The plate is an equivalent to the medieval trencher, a slice of hard bread which was used to serve food (the soaked bread was later given to the poor). A small wooden board would also work as a substitute. The bowl is for broth and stews - plain pottery or wood is the standard. It's rather nicely authentic to eat with your belt-knife, if you have one. Wooden spoons can be bought at most craft markets and curio shops, and at Greenmarket Square (we tend to buy the ones with crude animal carvings, and saw off the carvings). A wooden-handled knife is a reasonable substitute for a belt-knife. You will also need napkins, since finger-eating is the rule; one largish white linenish napkin per person. If we were really organised, we'd have the Drakewhistle badge embroidered on ours. (We're not).

Light

It's really up to you to provide light at your table setting, which means you should bring candlesticks and candles, enough for at least one candle per person, preferably a couple. Candlesticks could be wooden, pottery, metal. Again, craft markets have wonderful selections, particularly the wrought-iron stuff. (Ask the Herald, the man with the largest personal candlestick collection in the Shire).

Decoration

It's not just the practicalities which count, it's also the atmosphere. Tablecloths! Fancy runners! Embroidered napkins! Water-jugs! Finger-bowls! Salt-bowls! Nefs! And, most importantly, personal display - banners, shields, your badge on as many things as you can fit it on, as colourfully and ornamentally as possible. The SCA is about the pageantry of the Middle Ages, and don't you forget it!

You can see why a household is so useful: it makes sense to build up a collection between several people, and use your stuff to decorate a common table area when you feast. It also helps to have several people to lug the basket or chest or whatever you decide to cart the darned things in. (If it has to be a plastic something, bring a cloth to throw over it).

And, while you build up your collection, any hints as to taming the Drakewhistle basket would be gratefully received... No! Down! Back, sir! Aaaargh....

Handy Guide to Cavalier Hand-Kissing

By : Ioseph of Locksley

Hand-kissing is a wonderful means of greeting a lady. It is very common, and unfortunately very commonly abused, in the SCA. Hopefully, this short article will help us do it right.

First of all, one kisses the hand in only two social situations:

1) If you already know the lady, and she offers her hand, or
2) If you are being introduced to her, and she offers her hand.

DO NOT run around grabbing any lady's hand, and kissing it, at random. They might just eviscerate you on the spot, and any person witnessing said evisceration will only point and laugh at your social faux pas. Or help out by handing the lady a dull knife or two.....if she offers her hand to be kissed, kiss it. If not, DON'T!

(You can "cue" her to offer her hand by extending yours. Be prepared, however, to convert the extension into a flourish of your reverence to avoid the embarrassment of standing there with your hand out looking like a beggar asking for alms.....)

There are several degrees of hand-kissing:

1) With -dry lips-, bend over the hand in a courtly manner, and make the motions of a kiss over the back of the hand. Do NOT touch the hand with your lips. This is correct when first introduced, and is always correct in any situation.
2) With -dry lips-, bow as above, and kiss the back of the hand, GENTLY. This is correct if you know the lady already. It is NOT correct if you have not been introduced previously.
3) You can express "I am overwhelmed by your beauty" by not simply bowing, but by -kneeling- before you kiss her hand. This gives a good opportunity to look longingly into her eyes. Make sure her arm will reach you as you kneel....if you yank her over on top of you, you will need to move to another planet and change your name. Remember the axiom: "The Society -never- forgets!" Or, if you are lucky, accept your evisceration stoically.

The above forms are the generally accepted means of hand-kissing.

Notice that I have always specified, "dry". Wet, sloppy kisses are Not Appreciated.

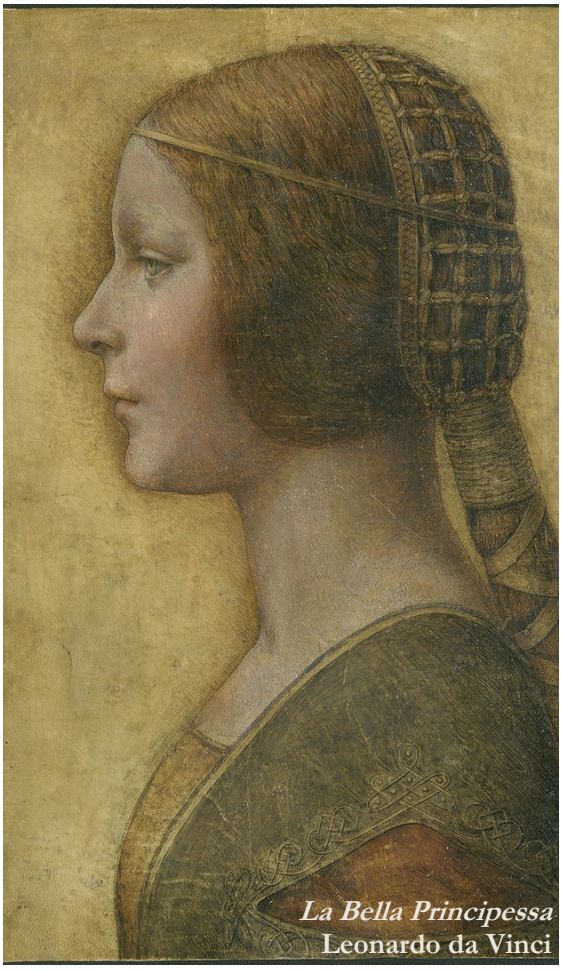
The practice of sucking on fingers is gauche, and the business of kissing the hand, and continuing the kisses up the arm is simply stupid, or good as a comedic turn. Clicking the heels as one kisses her hand is out-of-period.

When saying farewell, one may kiss the hand -if it is offered-. If the lady offers her cheek, kiss it as in (2) above, gently and with -dry- lips.

Hand-kissing is an art form, and should be used along with courtly bows, flourishes of one's hat, and all the rest of the "bells and whistles" that go with courtly behavior.

But.....tread lightly! When you kiss a lady's hand, you go where even angels fear to tread.

And: NEVER EVER force your attentions on the lady in ANY manner. Such an action is the mark of an uncultured boor, and places you in the category of "waste of food and air on an overcrowded tourney field."



La Bella Principessa
Leonardo da Vinci

The "Other" Newcomers

By: Lady Wilhelmina Catharin de Rochelle

Much has been written on the care, feeding and assimilation of newcomers to the SCA. We welcome them and nurture them and gently guide them into an understanding and appreciation of life in these Current Middle Ages. That is right and good and as it should be in order for our Society to grow and flourish.

But what about those other newcomers? Every group has encountered them. The ones who already know the rules and customs, often have the titles and awards, but are aliens from a - horrors! - Different Kingdom! These are the ones that can, and usually do, have the hardest time adjusting.

They appear in our midst full of new and 'better' ways to do things, sometimes they scoff at our laws or even attempt to change them to better reflect what they are used to back home. Does this sound familiar? Is this perhaps you? This article is written for this breed of neo-newcomer. The transplant who wants to fit in and be welcome in their new home.

First, allow me to offer a bit of background on myself. I am an SCA veteran. Been in since 1986. I am also a military veteran. Which means I have had to move quite a bit. I also took a couple years off from the SCA to fight a real war - then went back to a group full of totally new people who didn't know or care how important I had once been there. I have had to learn new customs, cultures (SCA and Mundane) and ways of doing things over and over again. I have alphabet soup after my name. I have autocratted major events. I teach Period things. I have held several offices in the SCA from Shire Chronicler to Seneschale. I have been called up in Court numerous times. I am matriarch of a large Household.

What does all this mean in my prospective new home? Not a darn thing!

I will have to start virtually from scratch and build my reputation all over again in a new Kingdom. In one move I even lost my Laurel and my Pelican Mistresses! Now I have to start the whole apprentice/protégé process over again. What if no Peer wants me? What if these new people don't care about what I teach? What if they think my garb looks silly? The things I worry about…….are mostly just that trivial, but can have an impact when joining a new group far away!

Each branch has it's established customs. Each Kingdom has it's own ways of doing things. Just because something was taken for granted in Kingdom X, it may well be unheard of in Kingdom Y. How is one to know how to behave in a new place? How do you keep from committing a major faux pas? Trust me, first impressions are the ones that get remembered. What follows is a list of suggestions that I have found will ease the transition. These are presented in no particular order.

#1: Volunteer to wash the dishes. I'm serious, I have found this to be the number one way to win friends and influence people. The best camaraderie is to be found over a steaming pan of dishwater. The second best? Volunteer for midnight constabulary. I have always signed up for this least desirable shift - I hear the best stories, sip the best mead, get serenaded by wandering minstrels coming back from the privy, people bring me hot coffee, it's great! Think such things are beneath you? Think again - I once had a Senior NCO who always did the pots and pans in the field and he was the most well-respected person I ever worked for. A Duke who does dishes is an exemplar of humility and you can't help but admire that.

#2: Got a bunch of "danglies"? Been around long enough that you wear enough ribbons around your neck to weave a rug out of? That is good, congratulations. Now, when getting dressed for your first event in your new home….DON'T WEAR THEM! Pick one, maybe two that are really important to you and wear them, but leave the vast bulk at home. It looks presumptuous and like you are trying to impress the peasants. Not a good way to start off. Of course if you are a Peer wear your medallion or belt or whatever - just don't go for ostentatious display of every nit-noid thing you ever got. This also applies to your 'alphabet soup' - got an AoA? Great, you can introduce yourself as "Lady So'nSo", but refrain from introducing yourself as "Lady So'nSo', Companion of the Blue Thumb, member of the Starkers Runners, Protégé to Mistress SelflessMartyr and holder of the Sacred Chalice of Reeks" - put it on the Rolls Ethereal if you must and the really curious can go look you up to see if your all that. And if you are all that they will recognize it soon enough through your manner - don't cram it down their throats right from the start.

The "Other" Newcomers

#3: Got a really great suggestion for how to improve things? Did they do it this way in your old Kingdom and you just 'know' it will make it better here? Keep it to yourself. No one likes to be told they are somehow inferior to someone else - and suggesting they do something "different" implies exactly that, even as a well-meant suggestion. In the SCA Inter-Kingdom rivalry is rampant. Save your suggestions until you know these people better, and maybe by waiting you just might find out that their way is just as good or better than the 'other' way. One more thing here: Look up and read your new Kingdom's laws and especially it's Sumptuary Laws if it has any. You'd be amazed what some of them are. Take nothing for granted, especially circlet's.

#4: Before you move subscribe to the local area email list. But don't post at first. Just lurk and learn. Reading the posts will give you a feel for the local politics, atmosphere and culture. After awhile you can cautiously start to join in, let them know up front that you are going to be moving to their area soon and want to fit in. Be friendly, be courteous, be honest. This is a tactic I have found to be invaluable, but a very strong word of caution is in order here. From time to time you may find a heated discussion going on about what a lout Lord So'n'so is, or how evil House Whats'its are. DO NOT, no matter how strong the temptation is, no matter how well you may think you understand the situation, don't EVER get involved via email. I have seen this before and it was a disaster. Emotions are impossible to read over email, what may sound like sarcasm to you gets taken as gospel by another. You can find yourself in a very bad position very fast by responding to a subject you do not, and cannot over the 'net, understand. Once you arrive and get settled in to your new group, you can start learning all the local politics - right now you are only trying to get a feel for the customs. Ignore the flame wars if they crop up.

#5: Remember why you are in the SCA. Sounds simple enough. But really remember. For me, it is because I have met the finest people I have ever known here. By "here" I mean in the West Kingdom, in the Principality of Oertha, in the Kingdom of AnTir, in Meridies, on the Internet, in every place I have visited. Invite people to share a drink at your fire, offer to help with anything, be friendly and willing to learn new ways. SCA people are fun, friendly, welcoming and just plain neat to hang out with - we already know that. And that is true wherever they choose to live, work and play.

In closing I just want to say that moving to a new place can be fun, exciting and scary, meeting new friends and learning new customs can be wonderful and is well worth the effort. Never forget that you are the Stranger in a Strange Land - it is up to you to fit in and make it that wonderful experience.

Authors Bio:

Lady Wilhelmina Catharin de Rochelle is an 11th century Briton, current Head of House RavenOak, she is the daughter of a French Merchant and a German lady who eloped to England to escape a wrathful father and to better ply their trade. She runs the family business now, having learned the trade from her father, who disappeared while off on the Third Crusade. She also hires out as a mercenary archer at any time.

Susan Patch is the proprietress of "The Brigands Cache", an SCA merchant business specializing in camp furnishings. She busies herself with raising children, Shih Tzu's and constantly making things for the Household's SCA encampment and members. She also hires out as a mercenary archer at any time.

Picking Out a Period Name

By: Wulfhere of Eofeshamme, Amlesmore Herald

One issue that often comes up in the Society for Creative Anachronism is that a member picks out a name for his or her persona, brings it to a herald, tries to get it registered only to find out it cannot be registered as it cannot be found in period sources. And ofttimes this is upsetting to the member as they have become attached to the name, and may even have been using it since they picked it out. A lot of this heartache is simply because SCA members do not realize that any name they register for a persona must be authentic. It must be the sort of name that someone from the era of the persona would have had.

This is specific to culture and language as much as it is time period. Thus Offa of Tamworth might do well for an Anglo-Saxon persona of the tenth century, but not for a 16th century Austrian persona. Offa of Wien would not be likely to be able to be registered as the name Offa is an 8th century Anglo-Saxon name and would not do for a 16th century Austrian persona. Of course there is always the question of why must a name be from the period?

Why can't someone just make up a name? The answer is that name creation is like anything else in the SCA. A woven tablet using Mickey Mouse as a pattern would not get very far in an Arts and Sciences competition nor would a fighter be allowed to fight in SWAT armor. Of course while not being able to use the modern name one wants is frustrating nearly all of the frustration in picking out a name that can be registered can be avoided if one realizes from the start that he or she must use a name that may have been used in period. It may mean some changes in how a SCA member approaches choosing a name though, and this is where heralds can be a great deal of help. The first step one should take before ever choosing an SCA name is consult a herald.

When choosing a name there are three simple questions that must be answered when one creates a persona for the SCA. They are who, where, and when. Who is the persona, what culture is he or she a part of, what language does he or she speak? Where does the persona live? Has he or she always lived there? And finally, when did the persona live? Until a SCA member can answer those questions there is no use in picking out a name. To pick out a name a member needs to know what people the persona is a part of, what language would the name be in, and when the persona lived. Once a SCA member knows those things they are ready to choose a name for his or her persona.

Whether the member is doing it his or herself or having a herald do it for them the first step is to look at period sources for when and where the persona lived. Some heralds maintain name lists a SCA member can look at, and there are some databases online, but one may have to look through period manuscripts and records. By looking at period sources one can get an idea of the names available. For some times and places there may be a great number of names. For others there may not be many.

In general the later the time period the greater number of names that will be available. That is not to say a person should limit themselves to later sources. In some cases in earlier periods it is possible to construct a name on known naming patterns. For example someone might attempt to register the name Wulfræd if he is doing an Anglo-Saxon persona on the basis that it may follow known Anglo-Saxon practices of name construction.

Not all sources of names are created equal. Anything with the word "baby" in the title should be avoided as the point of such sites and books is to provide modern names for modern babies, not document the origins and meanings of names. A good source of names should provide the date the names were used as well as list the period documents the names were mentioned in or better yet the period documents themselves. Period literature like Icelandic sagas and records like parish registries are both good examples of sources for period names.A herald can help in this search and point one in the direction of period sources of names.

There are two reasons people generally pick out a name. One is based on how the name sounds. One wants a name that sounds a certain way. The second reason is based on meaning. One wants a name that has a certain meaning. Neither reason is more important than the other. This is something one should keep in mind when picking out a name. If one is looking at how a name sounds it is a simple matter of looking at names that sound like or are close to what one wants. I have seen some

Picking Out a Period Name

people even willing to allow this to determine the time and place of their persona. They are willing for their persona to be of any time and place within the period just to have a name that sounds a certain way.

Folks wanting a name with a certain meaning often need not be so flexible. In many cases it is just a simple matter of finding a name that has the meaning they want. There are other reasons one might want a certain name or type of name. For me I simply wanted a name used in the time period I chose as well as one used in the culture my persona existed so I looked for names used in 8th century Anglo-Saxon England. I chose Wulfhere as I admired a king of that period with that name. Others may want to use early versions of a family name. Say if Henry is a common name in his or her family they may choose to use it or an early version of it. No doubt there are other reasons a person may want a certain name ranging from naming themselves for a famous personage (choosing the name Richard because he or she admires Richard the Lion Hearted) to wanting a name similar to their own modern name.

Once one has chosen a given name the second step to choose a byname. Again one can rely on a herald to help him or her. In later periods bynames can be surnames. Surnames of the period can be found in period documents. I have a friend that uses the 16th century version of his maternal grandfather's surname. He used a parish registry of the 16th century to document his surname. Since surnames did not often exist in earlier periods bynames were simply something that described the person so as to differentiate he or she from others with the same given name. These may be locative, describing where the persona is from; descriptive, a byname that notes something different about the persona; patronymic,a byname that tells who the persona's parents are; or occupational, a name that gives the occupation of the persona.

Since surnames were not used in 8th century England I had to choose a locative, a descriptive, a patronymic, or an occupational byname. I wanted my persona to be from the Anglo-Saxon kingdom of Mercia so I chose a town that existed at that time in what is now that part of England. I really did not care where in the kingdom of Mercia my persona was from so I simply looked for a place whose name could be found in documents of the period. I found Evesham, England which was in Mercia mentioned in a very early charter for a monastery so I could document it easily and therefore chose it. I could have just as easily decided I wanted my persona to have a certain profession and chose a byname based on that. Say if I wanted my persona to be a farmer I might have looked for Anglo-Saxon words for farmer. While rare in the period of my persona I could have used a descriptive name. If say I wanted my persona to be known for being handsome I may have chosen Wulfhere se Alor. Or while also rare in my period I could have used a patronymic byname say Wulfhere Wuffessunu. Like given names bynames must be documented in some way. A herald can be a great deal of help here. A SCA member may know he or she wants something like a byname meaning "the weaver," but not know how to say it in the language of the persona. Here a herald can help by suggesting words they know, or get help from another herald that is familiar with the language.

Photo by Lady Bree Pye

Picking Out a Period Name

Finally one must figure out how a name is constructed specific to the language the persona's name is in. For most this will simply mean going to a herald and having him or her do it for them. However if one wants to do it his or herself this is how it can be done. How a byname is constructed varies from language to language and sometimes from century to century. For example, with an early period Anglo-Saxon byname if a locative the place name must take the dative case (see http://en.wikipedia.org/wiki/Dative_case for an explanation of the dative case). In some languages it is possible to construct a name following known patterns and using words commonly used in parts of names. This must be documented differently than simply finding a given name or byname in a period document. One must show that each part of the name would have been used in a language's methods of name construction.

Using the example of Wulfræd earlier one would have to show that Wulf- was used as part of an Anglo-Saxon name, and that -ræd was also. This also applies to bynames. With Anglo-Saxon locative bynames one can make up place names. Thus Wulfræd could be Wulfræd of Wulfeshamme as places were often named for people. Wulf was a common Anglo-Saxon given name while -ham was a common ending for the names of villages and towns. Some other languages do this as well. The page http://heraldry.sca.org/names/patterns.html Naming Construction and Patterns gives many ways names were constructed in the various time periods of many of the cultures personas can be from in the SCA. In my case the form of Evesham in my period was Eofesham and the dative of that was Eofeshamme. I also had to use something denoting that I was from there. Since "of" is a good Anglo-Saxon preposition meaning "from," and can be found in the Bosworth-Toller Anglo-Saxon Dictionary, and is accepted by the SCA College of Arms as a legitimate form of Anglo-Saxon name construction I used it. Note my name is still going through the registration process so it could become Wulfhere æt Eofeshamme if the heralds so choose, æt being a less commonly used Anglo-Saxon word meaning "from."

Choosing a name one wants in the SCA need not be a heartbreaking experience. One must simply realize that names like everything else in the SCA must be in period. Choosing a name is no different from a scribe only using known motifs and fonts from the period the SCA covers. One would not expect a scribe to do a scroll in Times New Roman simply because they liked the look of the font. Similarly one would not expect a fighter to fight in modern bomb armor simply because it is lighter than wearing period plate or chain armor. Choosing a name is no different. And to use the comparison of the fighter again, fighters often rely on armorers to make their armor. In the same way an SCA member can rely on a herald to help create their persona's name.

Once one has chosen a name, and documented it, or had a herald document it, one is ready to register the name. Registration varies from kingdom to kingdom and one is encouraged to find a herald in his or her kingdom to help or go to his or her kingdom's heraldry website to see how to register a name. It usually consists of giving one's contact information, a birth date for identification, and listing the sources one used to document the name. In some cases one may have to provide photocopies of the sources.

Even well documented names may not be able to be registered. Sometimes someone is already using a name or something similar, and each SCA member's name must be unique to her or him. However, generally if one has done his or her homework or has a good herald doing all the groundwork for him or her registration is a painless if long process. A piece of advice though, it is possible to over document. When I started the registration process for my name I sent 19 pages of documentation overwhelming our poor submissions herald. The truth is only one or two pieces of documentation is needed for the given name and byname. One could perhaps easily provide only one piece of documentation for the given name and one for the byname and if from reliable sources get his or her name registered.

The point is though if one chooses a name from period sources, or constructs a name using period practices there will be a lot less heartache than simply picking out a name, and then hoping it will pass. If one wants to know more about choosing a period name it is suggested he or she go to http://heraldry.sca.org/names.html

Some Thoughts on Persona Development

By: Domna Liutgard of Luxeuil (O.L.)

Since I've been in the SCA (21 years next month. I'm getting old!) I've been interested in persona development. And since I've recently created a new persona to fit with new interests, I thought that others might be interested in some basic guidelines for building one. So here goes...

Place, Time, and Clothes

First off, look at places and times that you might be interested in. Don't hesitate to look at something off the beaten path, like Eastern Europe, the Iberian peninsula, or the Crusader States, or time period a bit out of the ordinary, such as 10th century France or Germany, or 15th century Spain. You can also go for something more common, like 14th century England– there's a wealth of information there, and you can go in depth quite easily.

But before you go further, take a basic look at the clothes. Don't put your persona in a time and place where the clothes would be difficult to wear. Don't choose a persona in 16th c England if you are not comfortable in a corset and hoops and would rather wear t-tunics! And if you are allergic to wool, Viking-era Scandinavia is not a good idea! So look for a place and time that you can be comfortable in physically as well as socially.

Your Name

A name can be rather tricky, or it might be easy. Will the Potter would be good for a 12th century Englishman who is a potter by trade. But a long Gaelic name that no one can pronounce might not be best for him. And Will Potter doesn't really suit a Polish nobleman.

The Heralds can actually be a good resource to start looking for a suitable name. They can tell you the rules of submission and what will or will not work for registering a name in the SCA. They also have a great many historical resources for names, including books, articles, and computer resources. There are all sorts of sources for names– more than history books. There are names on charters and cartularies. There are names on inventories and wills. There are names in tax records and chronicles. Don't be afraid to explore!

There may or may not be an "Aha!" moment. You may find a name quickly, or your may be "John For-now" for awhile. And both are good.

Test your name out. Say it out loud, see if you like the sound. Read it and try to imagine every way that a herald could possibly mangle it (because they will). Think about how someone might shorten it or make a nickname from it. Are they ok or will they irritate you? If you don't like Beth or Bess or Liz, the name Elizabeth may not be for you.

If there are already two or three or more Svens in your area, choosing Sven may not be the best idea. You run the risk of someone saying "You know Sven, tall guy with a beard, wears glasses..." and there are three of you that answer to that description. Sigurd might be a better choice.

Class and Social Life

Think about what sort of life you would like to lead in the SCA. Are you interested in the life of a working-class Englishman in the 14th century? Or do you think that the life of a Frankish noble is for you? Again, take a look at the clothes you would be wearing. Could you live in them for a long weekend camping event? What would your camp look like? How might you react to being called in court? Would an 5th century Irishman kneel to the Crown?

Your own interests may influence your choices. Do you enjoy making Viking-era glass beads? 9th century Denmark might be a good place for you. Do you enjoy calligraphy and are particularly adept at Blackletter hands? A 15th century German persona might be a good fit. Are you really interested in medieval Medicine? A persona based in Palermo, Sicily could be just the thing. Or do you really want to bash some Saracen heads? A Frenchman on Crusade could give you that opportunity! If you are very interested in higher learning or theology, you could have a religious person– a monk, or perhaps a canon at one of the cathedrals, or a member of one of the teaching orders.

And what would you like to accomplish in the SCA? If you are interested in fighting and really want to be a knight someday, a 16th century Anabaptist in Germany will not be a good fit for your persona. But a Landsknecht would be! If gentler arts are your thing, and you really want to perfect your blackwork embroidery, a English Tudor persona would give you a good setting for your work. If you really want to get into administration and you have a knack for organizing things, the persona

Some Thoughts on Persona Development

of an English civil servant in the 14th or 15th century would give you unfussy clothes a great deal of opportunities for research into medieval civil administration. For instance, did you know that Chaucer was in civil service? He worked for the Royal customs, and was even sent on a number of diplomatic missions. This could be just the life for you!

All of these are just suggestion– there are many avenues open, and many different lives you can pursue. Don't be afraid to try on different hats (perhaps literally!) Before you settle into something you are comfortable in.

As to comfort, think about who you are now, in the modern world. It may be easier for you to form your persona around a medieval version of your modern self. Suppose you work in retail- there's no reason why you couldn't be a shopkeeper for your person. You don't have to actually merchant (though you could!) in the SCA, but you could dress as one, accumulate the objects a shopkeeper might have in his home. Your own temperament matters too. If you are very shy, being a Herald might be uncomfortable. (Or it might not be- many shy people are fine in public when they have a script.) On the other hand, some people want to be something very different from their modern lives. A computer programmer might find that being a blacksmith on weekends is fun. Or a grad student might have fun being the king's Fool.

Wearing your persona in the SCA

Once you have figured out who you are, the next step is to figure out how to use your persona. Some people don't- they simply construct the framework, and leave it at that. And that's perfectly ok. Others want to submerge themselves a bit more. And this is the tricky part.

Usually the first thing people do when trying to be 'in persona' is to affect 'forsooth' speech. I recommend against it. For one thing, it usually ends us as a bad imitation of Shakespearean-era speech– unless your persona is actually Elizabethan English, and you actually have a grasp of the grammar and vocabulary. Otherwise it is generally just irritating. Don't do it.

If you're interested in talking more like you would if you were in your time and place, here's some pointers:

Some Thoughts on Persona Development

Formalize your speech a bit. Do not use contractions. Drop the slang. (For me, the difficult one is dropping the Daffy Duck "Whoo-hoo!")

Don't try to use another language, perhaps beyond a greeting. Wishing someone good morning in your persona's language can be a nice touch. But more than that can be problematic, particularly if the person you're speaking to is not fluent in your language. (For instance, the only time I've ever heard Anglo-Saxon used conversationally was in the elevator at the Medieval Congress in Kalamazoo. I thought it was quite funny, frankly.)

Learn some of your persona's oaths, even swear words. A Crusader might use "God's teeth!" or "God's Blood!" (All of God's body parts seen to be fair game here.) An Elizabethan version of this sort of oath is "'Zwounds!", which is a shortened version of "God's wounds!", referring to the wounds Christ received at the Crucifixion. A 15th century Frenchman might say "Jesu Maria!" when swearing. A "Viking" might swear by Odin's hand, a 14th century Englishman by Heaven. In general, basic histories or biographies will give you some clues.

It may take a little getting used to. On the other hand, if you are feeling really self-conscious doing it, it's not working. Speak as you would normally and don't worry about it.

Inter-cultural relations

And here comes the hard part: being 'in persona' around others.

When someone is acting as though their 'personal space' is 15th century Italy, it can be very difficult for an 8th century Saxon to chat with them as they work on redacting a 14th century English recipe. And sometimes this can be quite annoying.

The most elegant solution I have found for this is to remember that you are currently in An Tir (or Atlantia or Meridies or wherever). You can say "At home in Verona they like to cook pork like this–" or "I have a wonderful recipe from the King Richard's cooks in London. Would you like to see it?" Everyone is a visitor or immigrant from Somewhere Else, and currently living in Myrtleholt, or Corvaria, or Three Mountains. You might be a scholar in Louis VII of France's court, and a Baron to the Court of An Tir.

Talking about "current events" can be dicey, but it can be done. You might say something like "When last I heard from my brother in London, he said that Master Chaucer died recently. I was quite saddened by the news. Have you read any of his poetry?" It could be a nice way to introduce a topic of conversation. But political talk about an ongoing Crusade might not be a good topic in front of a Persian Prince. But you might ask if he has read the work of Omar Khayyam.

A lot of "accidental learning" can happen while you're developing a persona. When I was working on a late 14th- early 15th century persona, I learned a great deal about literature, particularly women's literature, about religious practice and affective piety, and about the Hundred Years' War. Now that I am working on a late 8th century Frankish persona, I'm learning a lot about the development of governmental structures, about the beginnings of courtliness, laws from several cultures, literacy and calligraphic changes, even what was in Charlemagne's gardens.

The Point of all of this...

Relax. Be yourself. Be your medieval self. Remember that you're supposed to enjoy yourself. Learn, but be sure to have fun along the way.

The former Elaine de Montgris is now know as Liutgard of Luxeuil. Liutgard is a late 8th century noblewoman of Alemannic and Austrasian ancestry, who is a scholar and teacher in the court of Charles the Great. She spends a good deal of time arguing with Alcuin, mostly about St Augustine.

Photo by Lady Bree Pye

The Thrifty Anachronist: The Handbook

By: Lady Mathilda Harper

Based on a class originated by
Lady Aurora Catrina de Vie

Thrift Stores

Or maybe we should just say second-hand stores. Look in the yellow pages for Goodwill, the Salvation Army, and Thrift Stores. Some churches run thrift stores. Also look for Consignment Stores, though these tend to have more fashionable merchandise at higher prices than the charities. Check out garage sales and flea markets if you enjoy browsing. Second-Hand Shops are also possibilities: check that they carry clothing. Other stores you can look in: imports from third-world countries, especially India and the Middle East. Some of these countries have clothing very similar to the Middle Ages, which can be bought and worn just as they are. Some stores and catalogs that specialize in natural fabrics also have suitable ready-to-wear.

Before you Shop

Look at pictures of period clothing. Go to the public library and look under #391 (Dewey Decimal System) for books of historical costume. If you know your persona's period, place, and social station, look for pictures of suitable garb that you would like. Otherwise, just leaf through and find some looks you like.

Ready-Made Clothing

Many ready-made pieces of clothing can be worn straight off the rack. Some can be improved with a little alteration or added trimming. Look below under "Fabric" for suggestions on fibers and colors.

Dresses—what to look for:

- Tunics (for men and women)
- Wedding, bridesmaid, and prom dresses for Elizabethan gowns
- Anything that has a period silhouette in a reasonable fabric
- Visible zippers can be removed and replaced with lacing. Period trim can be added.

Skirts—what to look for:

- Full skirts that are floor-length or slightly shorter for peasants. Generally, skirts should be a solid color.
- As with dresses, visible zippers can be removed and replaced with lacing.

T-shirts—what to look for:

- Solid colors with no design, preferably no pocket
- Belted and worn over leggings, a large T-shirt can be an instant tunic for children or small adults. These have the added advantage of being comfortable, washable, and inexpensive. Poobah!

Nightgowns (for both men and women)—what to look for:

- Long T-shirt style nightgowns that can be worn as tunics (see above under T-shirts)
- Something that could be worn as a dress.

Women's blouses (for both men – look in the plus sizes – and women)—what to look for:

- That Three Musketeers look: trailing lace at the neck and sleeves
- Simple pullovers, especially in white or off-white, or something with buttons that won't show when worn under outer layers.

Women's vests—what to look for: (I know, I know, you're about to say, "But women didn't wear vests in period!" How right you are. However, what you are going to do with this vest is turn it into a pair of sleeves.)

- Floral tapestry
- Solid color
- · Embroidery or embroidered look
- The right cut: long enough to make a full -length sleeve

Now for the interesting part. To turn your vest into a pair of sleeves, take apart the seams to the two front panels (or just cut them off). Hold out your arm; drape a sleeve over the top. Now you can see whether you want to attach it to your arm using a garter or two (hair scrunchies make excellent garters), sew on points (the period name for little ties for attaching tied-on articles of clothing [[1]]), use the existing buttons and button holes to lace it up underneath, and/or sew them onto a bodice, dress, or doublet. Detachable sleeves are very period, and can help you stay comfortable as the day warms up or cools down. Wearing your sleeves dangling from the points at your shoulder is perfectly acceptable and keeps them handy. They can also be part

of an easy mix-and-match wardrobe (which is also very period).

Pants—what to look for:

- Sweat pants in an earth color can be used under a tunic as leggings, especially if you garter below the knee with bias binding (use 2 packets for adults, 1 for children). Oyster, gold, and berry are good color choices for the binding. You can purchase binding in any fabric store.
- You can do the same with pants in a flexible canvas-like material without a cuff or crease, like painter pants.
- Harem pants can work for Mideastern garb.

Coats—what to look for:

- Cloaks
- Large amounts of real or fake fur that can be sewn onto garb

Fabric

What fibers to look for:

- Natural fibers: wool, linen, cotton, silk
- Natural fiber blends: cotton/polyester; linen blends; wool blends; silk blends. The higher the percentage of natural fiber, the better. Cotton/polyester should be at least 50/50.
- Rayon is a good substitute for silk (it's also made from wood pulp, so it's sort of natural).
- Cotton velveteen is a great alternative to real velvet, which is expensive, hard to launder, and tends to wrinkle.
- Stay away from 100% synthetics and satin—they don't breathe.
- No denim, please.

Look for a label that lists the fiber content. If there's no label, how do you tell? Experience, mostly. Rub the material between your thumb and fingers; learn the feel of 100% cotton vs. a cotton/polyester blend.

Why natural fibers:

This is what they had in period. (Note for those who want to know: some cotton was grown in Italy starting around 1300, but it was used mostly for padding and for making coarse material. Good quality cotton fabrics from Egypt came to Europe late in period. By the late 15th century, a cotton twill called fustian was cheap enough for workmen's doublets, but other weaves of cotton were rare and expensive. So yes, they had cotton in period, but no, they did not wear a great deal of cotton fabric. However, it does give a reasonably period look.)

Natural fibers breathe. You will be much more comfortable and less smelly. (Yes, body odor was period, but let's **not** re-create that.) If you are sitting around a fire, stray embers can melt holes in 100% polyester; that melting polyester can burn your skin. Don't do it. Fiber blends are widely available, need less ironing than all-natural fibers, and wash well. Wool has the additional advantages of actually resisting catching fire (it smolders instead of flaming) and of being the only material that will keep you warm even when soaking wet. Some people are sensitive to wool's scratchiness, however. If this is a problem for you, put a layer of something else between you and the wool.

Weight and Weave

Most period fabric was thicker and heavier than modern fabric. Look for heavy-weight material for tunics, cloaks, and other basic garb. Go for the heaviest-weight upholstery fabric you can find for Renaissance finery in velvet, brocade (multicolored), damask (solid with a woven design), or embroidered material.

Gauze-like material was used for veiling (all that stuff that floats from a headdress) and for chemises for nobility (think gauze curtains). For some reason, the very thin, almost transparent weaves of linen that were common late in period are no longer available, perhaps because they don't stand up to machine looming.

Early period people used some loosely-woven fabrics (like modern burlap; but you don't want to wear burlap next to your skin, it would be pretty uncomfortable).

Knits are generally not a good choice: they don't hang right and they're hard to work with. Go for woven material instead. How do you tell? Grab the material in both hands a ways apart and pull. If the material stretches, it's knit. If you want your garb to have some give, cut woven material on the bias (diagonally to the direction of the weave). This is what they did in period to make hose and other things they wanted to have some stretch.

Colors

The Thrifty Anachronist: The Handbook

Choose colors according to what period the garb will be used for and the social class of your persona. For body linens (chemises, shirts, etc.) and head wear at all times and for all classes, use off-white or white as these garments were not dyed. For outer garments, earth colors and dark colors except black are always safe, esp. for the lower classes. Neons are never period.

Early period (600-1200 or so)—earth colors: berry, moss green, olive, beige, oyster, purple, dark blue, rust, maroon, scarlet. Bright colors are more English and European; dark colors are more Scandinavian.

Later medieval (circa 1200-1500): natural colors for peasants—off-white, brown, gray. Also blue and green of any shade. For nobility, all of the above plus red and black, which were expensive. Medieval people loved bright colors and strong contrasts.

Renaissance (circa 1400-1650): Peasants: off-white, brown, gray, blue, and green. Peasants were forbidden to wear fur trim. Merchants, servants, and others of what we would now call the middle class went for medium to dark blue (the dye was readily available and inexpensive), red, green, brown, white, off-white, and gray. Sumptuary laws forbade the middle class to wear gold or silver trim or embroidery. (Which means, of course, that some of them did wear them—after all, you don't pass a law against something unless people are doing it.)

The nobility went for jewel tones and dark rich colors and fabrics: dark red, medium to dark green, all shades of blue, solid white, and solid black—which was the hardest color to get and to keep (dyes in those days were not color-fast, so some dye leached out with each washing). Whereas in earlier times most fabric had been solid in color, the Renaissance featured brocades (multicolored), damasks (solid with a woven design), and prints with huge designs (as much as several feet for one repeat). Some lighter tints were also used by the nobility. Note: Queen Elizabeth claimed the exclusive right to wear true purple.

Patterns

Solid colors are always a safe bet. Plaids in period colors are good for Scottish garb. Renaissance clothing used some woven designs. Look for floral tapestries, brocades (multicolored), and damask (a solid color with

in places that will be cut out or won't show in

the finished garb.

Draped garb. Some early period garb is simply a piece of fabric draped over the body and pinned together. This is especially true for cloaks, but can also be used to create togas, Viking women's aprons (two rectangles), and, of course, kilts.

Cut a hole in it. To make an easy tabard, simply cut a hole in the center of a rectangular piece of fabric. Make it big enough to fit your head through. If you like, you can add a slit at the front. If you wish, you can add suitable trim. If the material around the hole threatens to unravel, you can bind it using bias tape. Now all you have to do is belt it and put on leggings.

To make an easy tunic, take a rectangle and fold it in half. At the middle top of the fold, cut a neck hole. Sew one seam on each side in an upside-down J (this forms the sleeves). Cut away the excess material underneath the sleeves, and bind the neck.

A chemise (that basic undergarment worn by both men and women for most of our period) is simply four rectangles plus two small triangles: 2 large rectangles for the front and back, 2 smaller ones for the sleeves, and 2 small triangles where the lower sleeves attach to the body. Add a draw string or elastic at the neck and wrists. (No, elastic is not period, but no one will see it. And no, we don't know that they used draw strings, either, but it's the easiest kind of chemise to make.) Chemises in period were not dyed. Women's chemises were generally ankle-length; men's were thigh- or knee-length.

Accessories

The well-dressed SCAdian does not live by basic garb alone, but by all those little accessories that can make modern clothing look period. A note on head coverings for women: unless your persona is Italian or you are young and unmarried, you should always wear a head covering of some sort. It can also keep you warm and hide a non-period haircut.

Photo by Lady Bree Pye

What to look for to make head coverings:

- Hats. Look for old-fashioned hats in wool or felt with a period silhouette. You can add a hat badge (decorative brooch), feather, or other item to improve the period look.
- Knitted caps. In an earth color, a plain knitted cap is suitable for a peasant. (Note: knitting is period; crochet is not.)
- Sun visor. Turn it into a French hood (that's a particular style of headdress popular in Elizabethan England) by wearing it on top of your head instead of over your eyes. Cover with something period (like black velveteen) and decorate with trim, fake pearls or gems, etc., as suits your fancy. Glue guns are good for this kind of work. If you attach veiling in a tube shape to the bottom back and allow it to hang down your back, you can tuck long hair inside.
- Lace doilies. Turn a large round doily into a snood (hair net) by running a heavy thread or piece of yarn around the edge and then pulling to form a bag.
- Belts. For belting your tunic or other garb. Note: do **not** wear a white belt unless you are a knight.
- Hair scrunchies. Solid color. Use for garters to hold up your hose (socks) or attach a sleeve to your arm.
- Linen napkins. Can be used to make head coverings or as napkins for feast.
- A large tea ball. With appropriate decorations and filled with potpourri, can be used as a pomander, hung from one's belt as a sweet-smelling antidote to that authentic medieval stench you sometimes encounter at events.
- Gloves. Worn both indoors and outdoors by the nobility during the Renaissance. Go for thin leather or fabric. These can be in any period color and you can add embroidery or gems for more flash. For a truly period look, wear

a ring with a stone and slit the glove above the stone to let it show through (see below under jewelry). Note to fighters: you probably won't find gloves suitable for fighting in a thrift store.

Jewelry

Period jewelry is a topic all its own. Be aware that almost all of the jewelry sold at events and Renaissance Fairs is not period. We know of one merchant in the Midrealm who makes bead and wire jewelry who bases her designs on research. Find out what would have been worn by someone of your time and class before purchasing, as it changed over time and from place to place. Note: stay away from plain gold or silver chains unless you are a knight or a squire.

In general, gem stones were not faceted until late in period, and the faceting was quite simple by modern standards. Instead, gems were polished and rounded (called a *cabochon* cut). They were then set into a metal surround, called a *bezel* setting; prong mountings are decidedly modern. Rings were worn wherever they fit, including the thumb and above the joint; wearing several rings on the same finger is fine. Ropes of pearls are a safe bet for the Renaissance. You can also unstring pearls and sew them to your garb. You can take costume jewelry apart and sew "gems" to your garb as well, or simply buy packets of fake gems in a craft store, in the sure knowledge that glass paste was also used in period for this purpose. During the Renaissance, men as well as women wore earrings, but men usually wore only one. Look for earrings that dangle.

The Housewares Department

While you're in the thrift store, you might as well take a quick look through the housewares department. Just make sure that if you're going to eat food off it, you wash and sanitize it before you use it. Here are things to look for:

- Drinking vessels. Metal mugs with a handle and a clear bottom.
- Feast gear. Wooden or metal plates, bowls, cups, etc. Also spoons. (You do know that eating forks are not period, right?—though many SCAdians choose to use them anyway).
- Candle sticks in wood or metal.
- Baskets (for carrying your stuff).

Non-Thrift Store Items

There are some useful items not usually found at thrift stores that we'll mention anyway.

Snoods are decorative hair nets worn by women. They provide a light-weight, quick cover for the hair. In period, these were not worn alone, but under a hat or headdress, but many SCAdian women wear them alone anyway (this is authentic for the Civil War era). At events, look for a merchant who carries them. Silky fibers won't stay put as well as cotton snoods, but even these can be anchored with bobby pins. Expect to pay $4-8 for a snood. You can wear a hat or headdress over your snood. (If you really want to know, the crocheted snoods sold at Renaissance Fairs and at events are not period — crochet had not yet been invented — instead, snoods in period were created with a network of threads anchored at the intersections, and often decorated with real or fake pearls or other gems. However, you can't tell the difference from a few feet away.)

What, oh what to wear on your feet? Bare feet are, of course, period for peasants. If you have the necessary calluses, won't freeze or burn, and don't anticipate any sanitary problems, go ahead and chuck your shoes. But for backup and for the rest of us, consider the following options:

Leather sandals work for peasants. Straps are preferable to Birkenstock types, and brown or natural-looking leather is preferable to white. Wearing heavy socks under them is perfectly acceptable. Men and women can wear cheap Chinese cotton shoes. These usually come in black; most styles have a strap, like Mary Janes. Avoid the ones with embroidery.

- Plain dress flats or low pumps, especially with a square heel (low heels came in late in period).
- Plain leather shoes that either slip on or fasten with a strap (no tie shoes, please).
- Leather boots (or leather-look). No cowboy boots or fringe, please.
- Bedroom slippers, especially leather or fabric. But stay away from anything that screams of the 1950s.

Platform shoes are sort of period; look for

natural colors and materials. In period, they were separate from the actual shoes and were used to elevate the wearer above the mud and muck of the typical city street. If you are willing to spend some of money, you can have truly period shoes or boots custom-made for you. Look for vendors at Renaissance Fairs and larger events.

A note on shoes: comfort is more important than the look, especially if your garb hides your feet. Many people put modern soles on otherwise period shoes. Watch out particularly for shoes with thin soles. A day spent wandering over pebbles will make you miserable, and who needs that? If you need to wear shoes that look totally non-period, you can always cheat by creating a cover in leather or leather-look.

Check out your local craft stores for ideas on accessories. What to look for:

- Packets of fake gems and pearls. These can be glued or sewn onto garb, especially headdresses, or made into jewelry. See notes earlier on period jewelry.
- Various materials for constructing headdresses.
- Feathers for making fans. Fans can also be made of stiff paper or fabric glued to a wire loop. Note: The standard Oriental folding fan was not known in period, though a circular folding fan did appear late in period.

Footnotes

[1] Tie your points with a single loop, not with a double loop as you tie your shoelaces, for a proper period touch. If unsure, ask someone how to do this. It is easier to do if one of the points is longer than the other.

Lady Mathilda Harper is a Tudor housewife living in Oxford, England, during the reign of Edward VI.

Mathilda Navias (galaxy at woh.rr.com) is a professional musician who delights in hunting for items at thrift stores which her husband then turns into garb. They live in northwest Ohio in the Midrealm.

The author wishes to thank Lady Aurora for coming up with the original Thrifty Anachronist class and inspiring the author to change her conception of thrift stores (silly me, I thought they were just for mundane clothes!). Lady Aurora is generally to be found dressed in gorgeous Elizabethan garb which on close inspection turns out to be fashioned from bits and pieces of thrift store finds. She is also a wonderful conversationalist.

Introduction to SCA Households

By: Maistor Justinos Tekton called Justin

Many newcomers to the SCA are confused about households, and are not sure what to do about invitations to join one. This article, originally posted to the SCA Newcomers' list, explains the basics of households from a newcomer's perspective.

In the Society for Creative Anachronism, you are automatically a resident of a Kingdom (the largest organizational branch), as well as one or more sub-branches such as a Principality, a Barony, or a Shire, College, Canton or similar local group. All of these are official branches of the SCA, Inc., and your residency is based simply on where you live, unless you have made other specific arrangements with the SCA.

Households, by contrast, are completely **unofficial** and not recognized as branches by the SCA corporate office. They may play a part in Court or other in-game activities, such as being recognized for service by Their Majesties, but they are still not officially part of the SCA, Inc. Because of this, households can be created or changed by their members without any SCA paperwork, and they can establish any internal officers, rules, policies, and customs they wish. If you are at an SCA event, you still have to play by SCA rules regardless of your household membership(s), but beyond that, the household is governed only by modern-world laws and its own internal rules.

Because there is no official recognition of households, there are many different kinds. At its simplest, a household is any two or more people who say they are a household -- literally. But households can also take many other forms, and in some cases they have many members and complex internal hierarchies.

Some households are basically large pyramids (I call them "peer-amids") founded by one Peer (a Knight, Laurel or Pelican). That person takes on students (squires, apprentices, or proteges, respectively) who become members of his/her "household" through that relationship. Eventually some of these students attain peerage, and they in turn take students. So there is a "greater household" containing smaller households, and this can repeat to several levels. Many of the big fighting households are of this model.

Other households are formed of people with a common interest or historical period. For example, the Great Dark Horde is a household made of people who are interested in Mongolian culture and history. Another example would be some of the pirate households, Celtic clans, or performing arts households.

Still others are simply groups of friends who form a household as a social group. The household serves as a way to co-register for camping events and is usually less formally organized and typically smaller than the others. My own household, Erevnite Asteron, is an example of this type. We have no officers and no formal leadership structure at all, because we are small enough not to need it.

Your modern-world family can also be a "household" in the SCA, if you want it to be. That's actually how ours (Erevnite Asteron) got started, since it was myself and my lady, Milica. We invited friends in and it grew over time. This is a fairly common situation.

Your *persona can have an SCA family -- and thereby, if you wish, a household -- that has nothing to do with your modern family. For instance, an SCA friend whose persona is from the same time and place as yours may be your SCA brother, sister, father, etc., if the two of you agree that it is so. The Current Middle Ages are an imaginary world, so you can have an imaginary family!*

In at least some kingdoms, the King and Queen, Prince and Princess, and their retainers become a sort of de-facto "royal household" during Their reign.

In period, the household could mean anything from "all those who live in the same cottage or mansion" to "a large political organization centered around a powerful family" (such as the Medici family). And of course the notion of royal household is very period, though it may not have used that particular terminology.

Some households are very loosely organized, with the line between "member" and "nonmember" being rather blurry. There may be people who regularly associate with the household and camp with them at events, but who aren't really part of the "core" of the household. People may drift in and out of the household from time to time, without much of a fuss being made.

For other households, the process of becoming a member may be a very formal series of steps, beginning (typically) with being

Introduction to SCA Households

a guest and then being "watched" for a while, while you and the household check one another out and see if it's a good fit. Membership may involve some sort of ceremonial welcoming by the household's members or leaders, and in some cases it may involve swearing an oath of allegiance. (Think of the oath one might take in order to become a squire, apprentice, or protege to a peer.)

Your membership in one or more households doesn't affect your membership in the SCA in any way; the two are totally independent of one another.

Some households actively and vigorously recruit new members (again, think of the fighting units that want and need more warriors). Others recruit very selectively or not at all. Still others may not actually recruit, but may be willing to consider you if you ask to join. Some are so informally organized that their own members have never even considered the question of whether and how they recruit at all. There are lots of households where the only "organizing" they have done is to pick a name so they have a way to register for events together.

There are also complex interactions *between* households. For instance, in the "peer-amid" households I describe above, becoming a member of one of the lesser households may automatically bind you to the greater household, or it may not. Or it may automatically make you a welcome guest of the greater household but not a full member. Joining some households requires that you resign from any other households of which you are a member, while other households may say that multiple membership is no problem.

And there are peerage relationships (again, the squire/apprentice/protege) that are just between the two individuals (peer and student) and have no household connotations at all. But if the peer or the student is a member of a household, the addition of this relationship may bear on the household relationships.

None of this is unique to SCA households except for the terminology. Think of your modern-world social relationships. If you are a member of the local model airplane club, you may find that there is overlap between that and the local social group of amateur pilots of private aircraft, or overlap with the local ham radio community. Maybe your neighborhood association overlaps with a couple of local civic groups such as the Lions or the Rotary Club. Your modern-world political affiliations (MoveOn.org, or Right to Life, or the Sierra Club) may impact your choice of social group, or may interact with your relationship to a religious group.

As with the modern-world counterparts, the important thing about SCA households is to take the time to understand the relationships involved before you enter into them. Any household that is really interested in *you*, and not just in adding another tally mark to their numbers, will be patient enough to wait for you to get to know them. Remember that household boundaries are not boundaries on friendship! You can be friends -- very close friends -- with someone and still not be a member of their household.

I hope this proves informative. Households are a wonderful thing, but as others have said, this kind of relationship is something to be considered carefully and not rushed into.

Photo by Lady Bree Pye

Why You Should Join SCA, Inc.?

By: Meg Baron

Greetings, gentle reader:

If you are reading my words, you are either a paid sustaining member of the Society, or you are sufficiently well-acquainted with a paid sustaining member of the Society that you are able to read their copy of Tournaments Illuminated. If you are a member - thank you for financially supporting your Society. If you are not a member - have you considered becoming one?

If your answer is "Why should I?" that's not surprising. It's a natural question to ask what your membership fee pays for. Perhaps I can help answer that question.

There are many costs associated with operating an organization the size of the SCA. Membership fees are our primary source of revenue to cover those costs. Note that the fees you pay to attend local and Kingdom events go to your local group and/or the Kingdom - none of that money goes to the Corporation.

What does the SCA, Inc. have to pay for?

1) Insurance. Without our General Liability and Directors & Officers insurance coverage, which provides coverage for all officers down to the local group level, we couldn't exist. In the modern world insurance is an absolute requirement. Local groups or Kingdoms might be able to purchase their own coverage, but the cost would be far greater than the "volume discount" we are able to obtain for the Society as a whole.

2) The Registry. The Registry maintains the database of our members, processes membership applications and mails out cards, provides the mailing labels for Tournaments Illuminated, Compleat Anachronist, the Kingdom newsletters, and special mailings such as those for Baronial pollings, pays the bills, fulfills Stock Clerk orders, provides insurance certificates when a site owner requires one, and all the other things necessary for the day-to-day operation of the Corporation. Though volunteers fill most of the jobs in the SCA, we do have a small number of paid employees who make the gears turn. Part of your membership fee pays for the overhead of maintaining our very small office.

3) Newsletters. Part of your membership fee helps pay the postage and printing costs of the Kingdom newsletters and Tournaments Illuminated, if you are a sustaining member. A significant advantage of the SCA, Inc.'s status as a 501(c)3 not-for-profit educational corporation is that it entitles us to nonprofit postal discounts for third-class mailings, which saves a lot of money in postage.

4) Maintenance of Society-wide rules and culture. The Board of Directors is a body of seven individuals drawn from the membership to manage the real-world affairs of the Corporation and plan for its future. In addition, the Board's duties, and the duties of the Society officers, including the Society Seneschal, Marshal, Laurel King of Arms, Exchequer, Minister of Arts and Sciences, Chronicler, and Chirurgeon General, include maintenance of the rules under which the Society operates. This provides stability to the organization, and guarantees that, whatever cultural differences exist between Kingdoms, there is a level at which the "game" remains recognizable for everyone. Thus, if you move to a different Kingdom, you will recognize what the Crown is, what a Barony is, what a Knight is, and so on. The rules of combat will not be alien to you. Your name, arms, and awards will be recognized wherever you travel. The SCA, Inc. is the "glue" that unifies the sixteen (going on seventeen) individual Kingdoms into the Known World of the Society. Part of your membership fee supports the work of the Board and officers.

The fact that the SCA is a legally recognized corporation enables many of our activities to go on. It gives the SCA a legal presence which many localities and organizations require in order to do business with us. Banks require a legal entity to open and maintain an account. Facilities used for our events require a legal entity with which to negotiate a contract. The SCA, Inc. provides that legal entity. The existence of the corporation means that our members are relieved of the risk of personal liability and expense in conducting these transactions on behalf of their local group or Kingdom.

The SCA permits broad participation from people who are not paid members. Membership is required for very few things - to enter Crown or Coronet Tournament, or to serve as an officer or event autocrat, for example. It is estimated that two to three times as many non-members as members take part in SCA activities on an occasional or regular

basis. Thus relatively few people, compared to the total number of people who participate, foot the bill for the running of the corporation. Despite this fact, SCA membership fees are remarkably low compared to other organizations. Help us keep fees down. Be a member of the Society.

In service to our Society,

Meg Baron

Chairman, Board of Directors

SCA Inc.

Meg Baron is known in the SCA as Baronessa Francesca di Pavia.

What Language Are You Speaking?

By: Lady Alison Wodehalle

As with most organizations, we have some terms that are very specific to the SCA. You will hear people speaking of "garb" or "feast gear." What follows is a **mini dictionary** of **SCA terminology**. This is not all encompassing, so if you hear a phrase or term that is unfamiliar, just ask, people are generally happy to explain.

Anachronism - A thing out of its time (ie. a wristwatch worn 500 years ago)

Anno Societatis - Within the SCA all dates are counted from May 1, 1966. literally "In the year of the Society"

Apprentice - a person accepted as a student by a Laurel. Wearing a green belt is a symbol of apprenticeship.

A&S (arts and sciences) - practice of non - fighting medieval skills, such as cooking or sewing.

Authorized - a fighter trained to a level of safety and allowed to compete outside of practices.

Autocrat - person in charge of an event.

AoA (Award of Arms) - usually the first award received in the Society. Confers the title of Lord or Lady

Badge - a piece of armory/heraldry that is simple and is used to mark personal items

Baldric - belt or sash worn from shoulder to hip

Bardic circle - a gathering to perform music or poetry, or enjoy the performances of others; often held around a campfire at events.

Baron/Baroness - title conferred by the Crown. A landed Baron/ess means that they are the figureheads of a Barony. Court Baron/ess is a title given to honor or recognize extraordinary service to the crown. They are entitled to wear a coronet with six jewels around it, and are addressed as "your Excellency."

Banner - display of a heraldic device in large fabric format

Chatelaine - newcomer contact person

Chirurgeon - warranted first aider. The word comes from middle English for surgeon. Pronounced usually as Ki - ur - jan (the first syllable rhymes with sky).

Chivalry - peerage level order of knights

Circlet - Metal band worn by both males and females around the head. The East Kingdom does NOT have any sumptuary laws regarding the wearing of circlets, although some kingdoms restrict the wearing of one until you have your AoA

Clear! - when you hear this it means someone is drawing a live steel weapon, and you should be cautious

Consort - person of the opposite sex who co - rules the Kingdom along with the person who won crown tourney. The consort must be named prior to the fighting of the crown tourney.

Corpora - documents that define the rules and requirements of the SCA

Count/Countess - person who has served once as king or queen

Court - formal gathering presided over by the ceremonial heads of that branch.

Crash space - lodging made available in people's homes for out of town visitors to events. The members of the SCA view themselves as one very big family.

Crown, the - reference to the reigning king/queen

Dame - alternate title for mistress

Dry/damp/wet site - dry site means absolutely NO alcohol, damp site means discreet use of beer or wine, and wet site refers to alcohol permitted, all within the mundane laws.

What Language Are You Speaking?

Duke/Duchess - has served at least twice as king or queen

Event - a gathering in garb usually with a theme. (ie. a tourney, or a collegium, or coronation, etc)

Excellency - form of address used for Baron/ess, Count/ess, Viscount/ess. "Your Excellency"

Exchequer - group treasurer (short for "chancellor of the exchequer")

Favor–small item or ribbon given as token of gratitude, friendship, or esteem.

Feast - meal at an SCA gathering, often elaborate.

Feast Gear - table ware including plates, cups, silverware, etc. You are generally expected to supply your own.

Garb - costuming worn to events. This is the one minimum requirement for attending events. Per Corpora you must make an attempt at pre - seventeenth century costume.

Gentles - it is assumed that everyone in the SCA is of "gentle birth", meaning at least lower level nobility.

Gold Key - loaner garb, usually available from the Chatelaine

Grace - form of address used for Dukes and Duchesses. "Your Grace"

Grant of Arms - Higher level than AoA, adds the word "honorable" to Lord/Lady. Not usually awarded in the East.

Heavy Weapons - Sword, shield, mace, polearm, axe, etc. generally made of rattan and wrapped in duct tape, used for fighting in armor. Also, fighting done in armor with one or more of the listed weapons.

Herald - person trained to assist in the selection and registration process for names and armory in the SCA. In the East he/she must be warranted to accept funds.

Highness - Form of address for the reigning crown prince/princess. "Your Highness"

Hold! - "STOP" "FREEZE" until you see what the hazard is. Its use extends throughout the society after originating on the list field.

Household - informal organization within the SCA, not chartered by the crown, consisting of people with a similar interest.

King - Ceremonial head of the kingdom.

Knight - Peerage level title, given for skill in fighting and chivalrous behavior. Regalia includes white belt, gold chain, and gold spurs. Addressed as "Sir" and swears fealty to the crown.

Laurel - peerage level title given for skill in A&S and for chivalrous behavior. Insignia includes a laurel wreath, and is given the regalia of a decorated cloak at the award ceremony. Form of address is usually Master or Mistress

List field - fighting field

Lord/Lady - with a capital "L" is a title conferred by the AoA

Majesty - form of address used for the reigning King and Queen. "Your Majesty"

Marshal - SCA referee for fighting, specially trained person, warranted to oversee fighting events.

Master/Mistress - Title or form of address for members of the peerage.

Mundane - that which is not in the society. Refers to clothing, people, and life outside of the Society

Oyez! - loudly called to get the attention of the people present. Pronounced "oy - YAY".

Peer - Highest level award available within the SCA

Pelican - Peerage level award given for service and chivalrous behavior. Insignia includes a "pelican in its piety" (meaning a pelican piercing its breast to feed its young), and is given the regalia of a cloak at the award ceremony. Form of address is Master/ Mistress.

Pennsic - War between the kingdoms of the Middle and the East. It is the largest and oldest of the Wars in the SCA, occurs in August every year for two weeks in western Pennsylvania.

Period - time period covered by the SCA, things are "in period" or "out of period"

Persona - your alter ego within the SCA, consisting of at minimum a name, but may include a complete historically accurate life story.

Precedence, Order of - rank of individuals based on awards received within the SCA

Prince/Princess - has won the crown tourney and will serve as king and queen when finished "apprenticing" as prince and princess. Form of address is "your Highness"

What Language Are You Speaking?

Protégé - a person who has been accepted as a student by a Pelican. Wearing a yellow belt is a symbol of the protégé.

Pursuivant - Title of the local heraldic officer, as in the Shire Pursuivant. Must be warranted to accept funds.

Queen - Ceremonial head of the kingdom. Usually the consort of the person who won crown tourney, but may be a queen in her own right. Has served as princess prior to becoming queen.

Regalia - the trappings of an office. The things that signify rank.

Retinue - the people who surround the king and queen, making it possible for them to serve.

Sir - form of address for a knight

Seneschal - "chapter president" person who is the official contact with the mundane and legal world. Every branch within the SCA must have a seneschal.

Site fee - admission fee to an event

Society - how members refer to the Society of Creative Anachronism

Squire - a person who has been accepted as a student by a Knight. Symbols indicating a squire include wearing a silver chain and/or a red belt.

Sumptuary laws - Rules regarding forms of address, and the wearing of certain items. The East has no sumptuary laws, but we do respect the traditions of the Society with regard to regalia and insignia. For instance it would be in poor taste to wear a red belt as that signifies a squire.

Token - an item that is given for many reasons. It can be received at entry to events, it can be part of an award, it can signify membership in a household, and it can be a gift from one person to another. See also favor.

Troll - Registration table or entry point to an event (aka Gate).

When this article was written, Lady Alison was the East Kingdom Chatelaine.

Photo by Lady Bree Pye

Officers

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Knight Marshal
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Rapier Marshal
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Lord Antoine Francesco

Deputy: Max Nelson

Archery Captain—accepting applications
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Bernard
Deputies: Lady Aicelina de Navarra
Lord Tiberius Aicilius Brutus (Thrown Weapons)

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Lydia of the Pines

Deputy: Lady Ealusaid inghean Mhaoilcholuim

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Duchess Selene of the Sky
Deputies: Don Robert Hunteman (Court)

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Deputy: Madame Adelaisa Bernois

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THL Aildhcinna MacAilpean

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Baronial Court

Baron and Baroness

Baron Broddi hornebrjotr (mka Scott Webber)
baron@dragonsspine.org

Baronness Mael Mide ingen Domnaill (mka Melissa Webber)
baroness@dragonsspine.org

Head of Household

• Lady Jeanette du Vallier

Ladies in Waiting

- Lady Elora von Effyn; Head Lady-in-Waiting
- Lady Isabeau de Bernac
- Lady Samantha Kennington
- Madame Adelaisa Bernois
- Lady Abigail MacNaught
- Lady Isabella Francesco
- LadyViola di Luca

Captains of the Guard

- Don Antoine de Vallier
- Master Thorsinn Vandringsmann

Guard

- Lord Connal Mac an Druaidh
- Lord Maxamillian Kern
- Lord Seamus McRay
- Lady Veronica Francesco

Court Herald

- *Accepting Applications—see Their Excellencies*

Champions

- Heavy: THLord Sixtus Goetz
- Rapier: Don Seamus McRay
- Archery: Bernard
- Shield of Chivalry: Lady Veronica Francesco

Largesse Coordinator

- Madame Adelaisa Bernois

Photo by Lady Bree Pye

Who Are We?

The Barony of Dragonsspine is a local chapter of the Society for Creative Anachronism, Inc. (SCA), within the Kingdom of the Outlands.

The SCA is a non-profit, educational organization dedicated to learning more about the Middle Ages through reenactment. There are SCA chapters worldwide and they hold regular feasts, tournaments, balls and battles.

The Outlands includes New Mexico, Colorado and parts of Texas and Wyoming.

Dragonsspine includes El Paso County, Colorado—centered on Colorado Springs, CO.

Wherever you are, we're a friendly group of people, so why not visit us all?

We're on the Web at:

www.dragonsspine.outlands.org

We're also on Facebook as

Barony of Dragonsspine

Join our Yahoo group here

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